

Brett M. Frischmann

Professor of Law, Cardozo Law School

Project

- Approaching the economics of foundational resources from the demand side
 - Where does the value come from?
- Interdisciplinary
 - law and economics
 - many disciplines within law
 - many disciplines within economics

Introduction

Part I: Foundations

Chapter One: Defining Infrastructure and Commons Management

Chapter Two: Overview of Infrastructure Economics

Chapter Three: Microeconomic Building Blocks

Part II: A Demand-Side Theory of Infrastructure and Commons Management

Chapter Four: Infrastructural Resources

Chapter Five: Managing Infrastructure as Commons

Part III: Complications

Chapter Six: Commons Management and Infrastructure Pricing

Chapter Seven: Managing Congestion

Chapter Eight: Supply-Side Incentives

Part IV: Traditional Infrastructure

Chapter Nine: Transportation Infrastructure : Roads

Chapter Ten: Communications Infrastructure : Telecommunications

Part V: Nontraditional Infrastructure

Chapter Eleven: Environmental Infrastructure

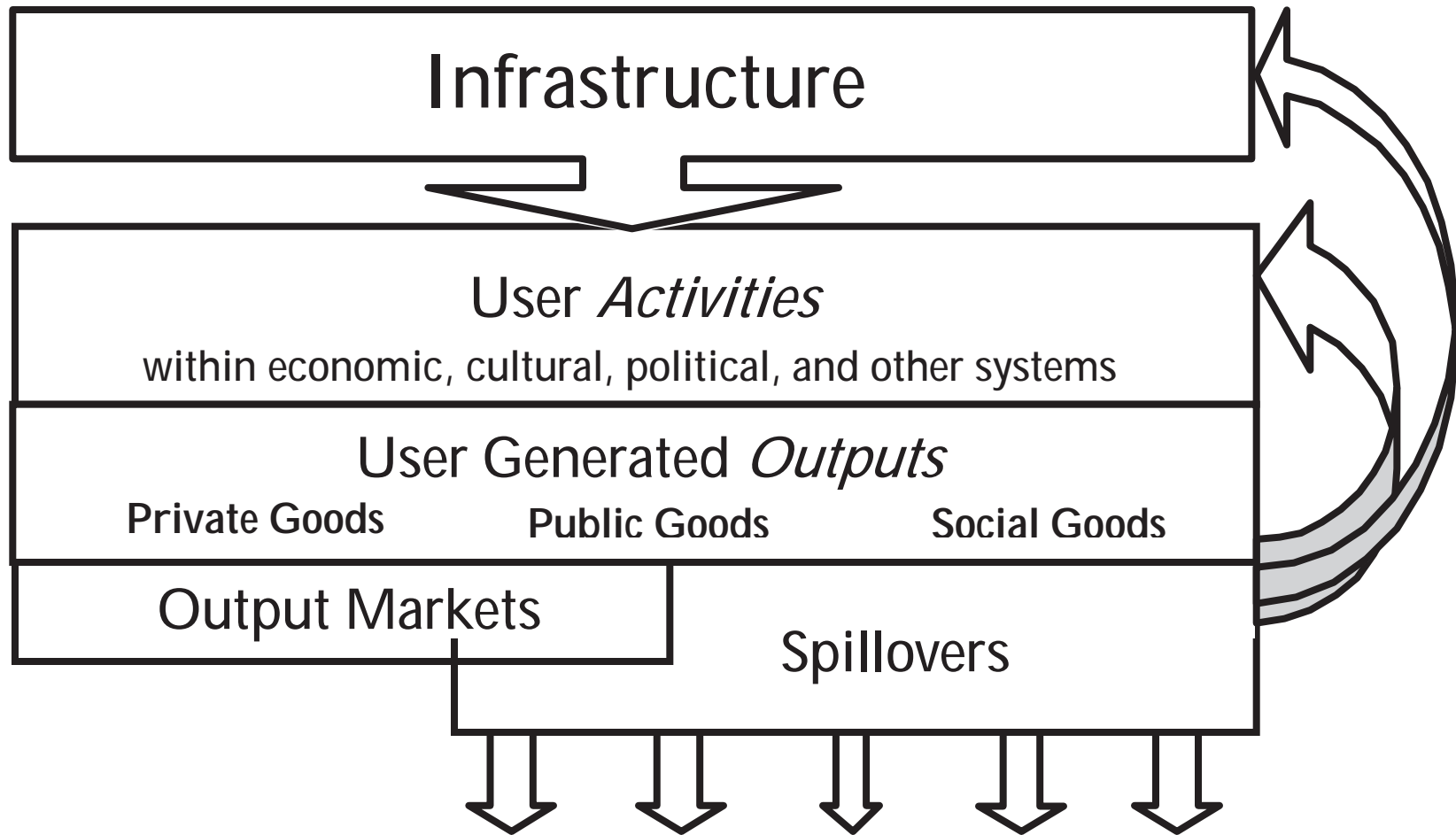
Chapter Twelve: Intellectual Infrastructure

Part VI: Modern Debates

Chapter Thirteen: The Internet and the Network Neutrality Debate

Chapter Fourteen: Application to Other Modern Debates

Conclusion



Infrastructure

COMMONS MANAGEMENT

User *Activities*

within economic, cultural, political, and other systems

User Generated *Outputs*

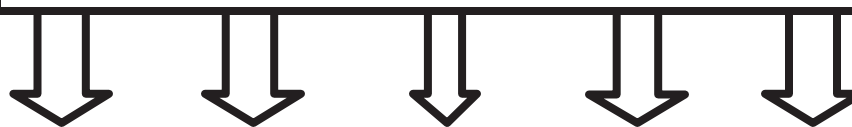
Private Goods

Public Goods

Social Goods

Output Markets

Spillovers



Infrastructural Resources

1. The resource may be consumed nonrivalrously;
2. social demand for the resource is driven primarily by downstream productive activity that requires the resource as an input; and
3. the resource is used as an input into a wide range of goods and services, including private goods, public goods and/or social goods.

		CAPACITY	TYPE OF GOOD
(Non)RIVALROUSNESS OF CONSUMPTION	Nonrival	<ul style="list-style-type: none"> • Infinite • Sharable • Not congestible 	Pure public good (idea)
	Partially (non)rival	<ul style="list-style-type: none"> • Finite • Potentially renewable • Potentially sharable • Congestible • Depreciable 	Impure public good (lake, road, the Internet)
	Rival	<ul style="list-style-type: none"> • Finite • Nonrenewable • Not sharable 	Private good (apple)

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Infrastructural Resources

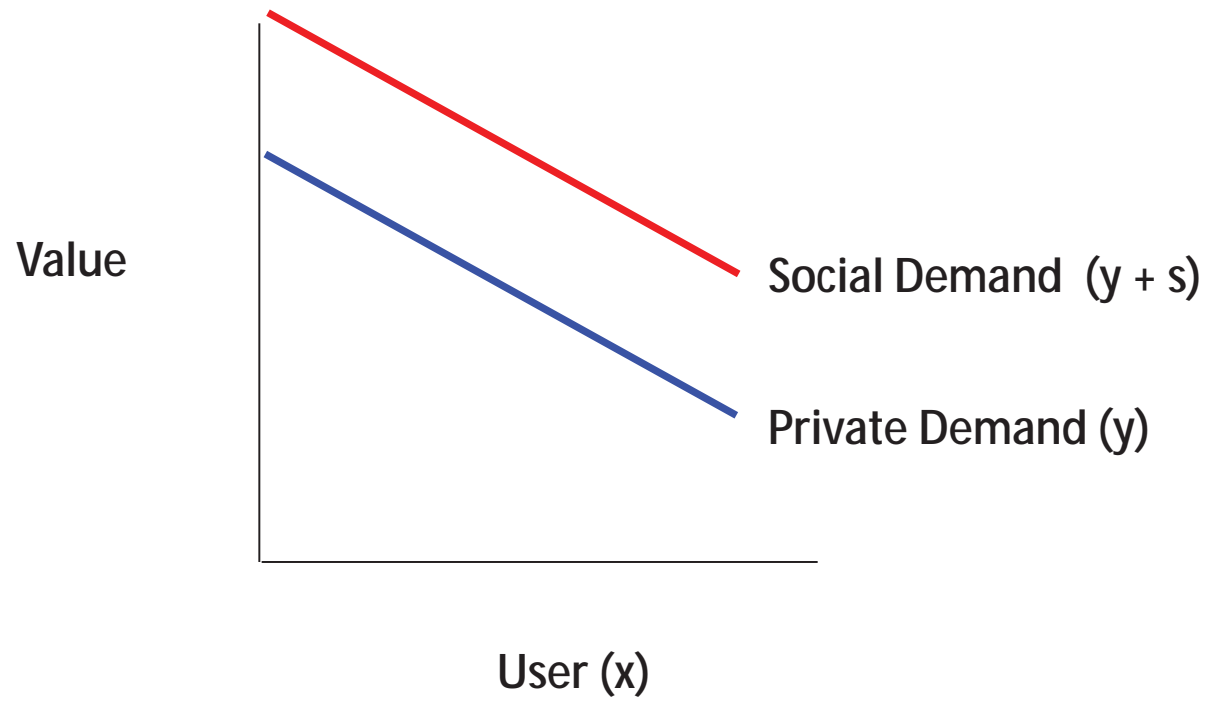
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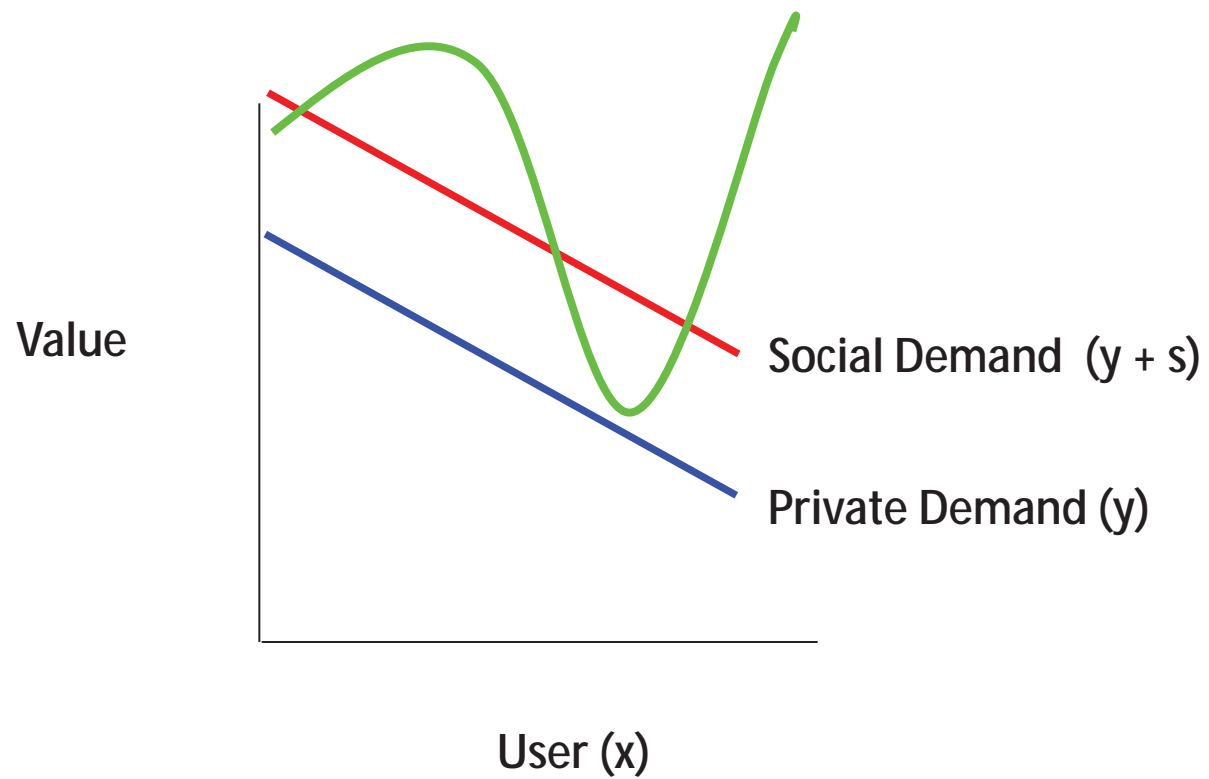
		Demand	
		Consumption	Derived
(NON)RIVALROUSNESS OF CONSUMPTION	Nonrival or Partially (Non)rival	Public consumption good	Public capital good
	Rival	Private consumption good	Private intermediate good or raw material

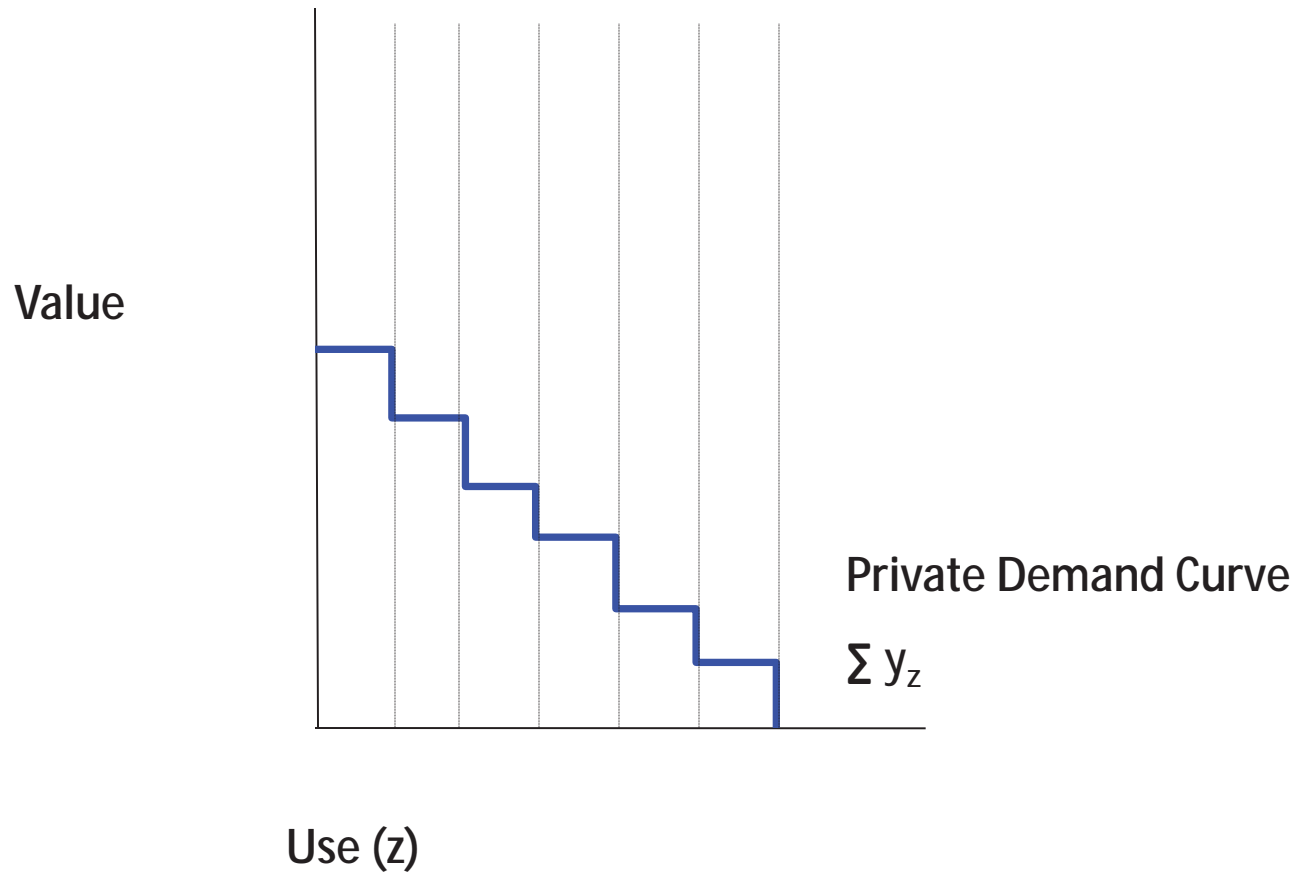
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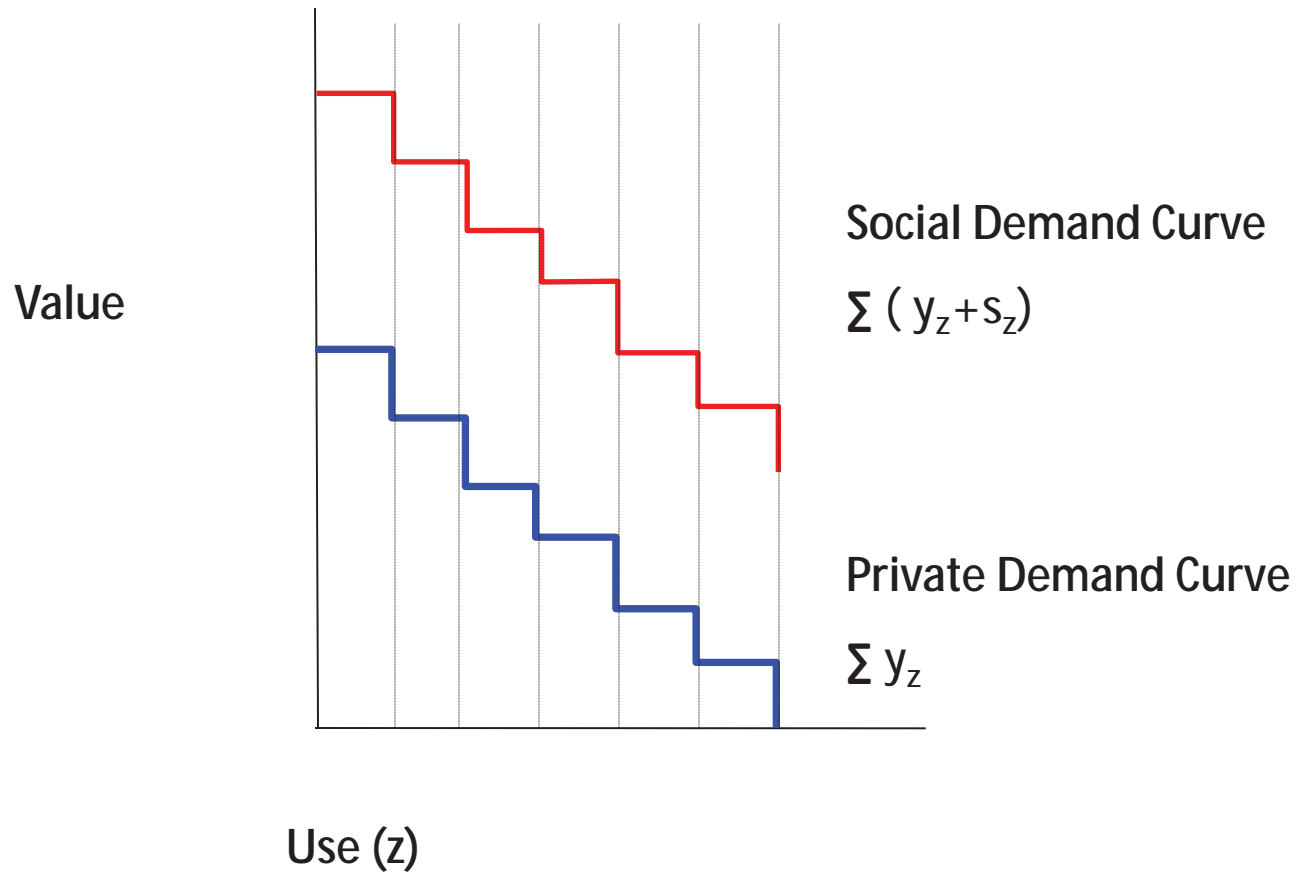
- Infrastructure enable many systems (markets and non-markets) to function and satisfy demand derived from many different types of users.
- Infrastructure are *not* special purpose resources, optimized for a particular user or use to satisfy the demand derived from a particular downstream market or set of markets.
- Infrastructure provide basic, multi-purpose functionality.



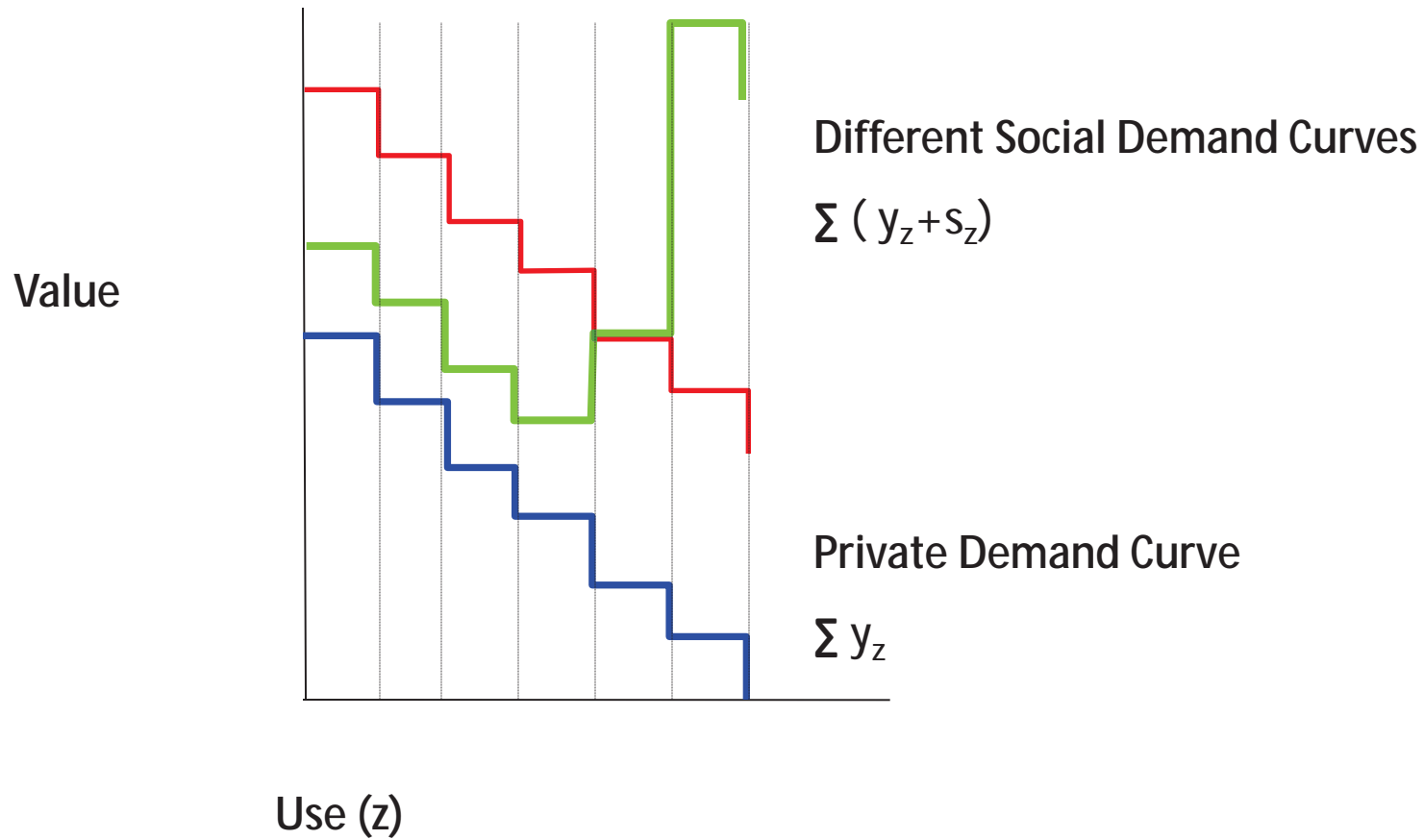




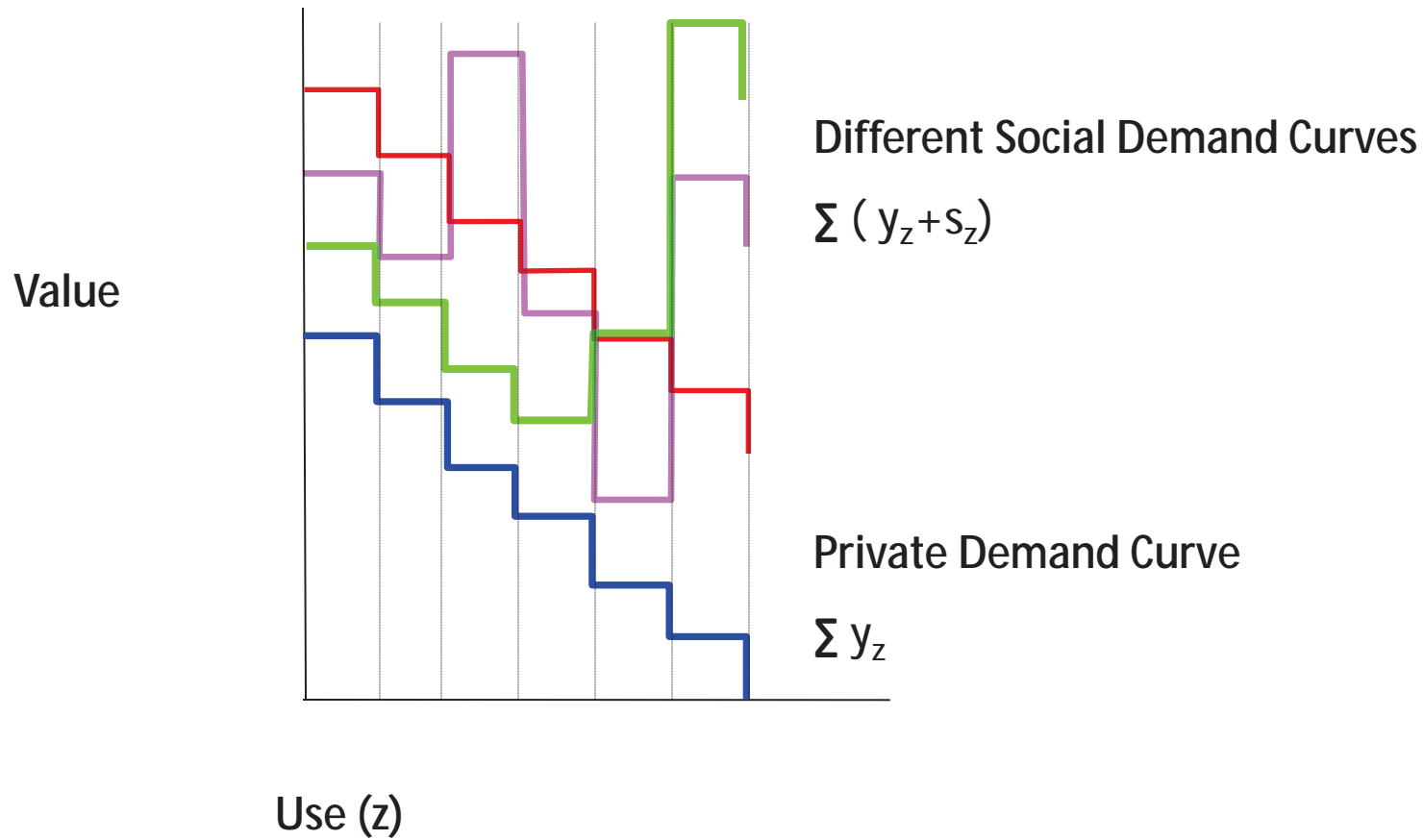
Uses z_1, z_2, z_3, \dots ranked according to aggregated willingness to pay.



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YouTube

Matthew's Birthday Party Video:

<http://www.youtube.com/watch?v=2PcxxiDvgRc>

stats:

168 views

0 likes, 0 dislikes

0 comments

Intended audience? Maybe 25?

Charlie bit my finger -- again! Video:

http://www.youtube.com/watch?v=_OBlgSz8sSM

stats:

469,739,454 views

934,803 likes, 131,326 dislikes

754,333 comments

Intended audience? 1? Maybe 25?

YouTube

Matthew's Birthday Party Video:

<http://www.youtube.com/watch?v=2PexxiDvgPc>

Small scale spillovers add up when activity is widespread.

0 comments

Intended audience? Ma

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stats:

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Intended audience? 1? M

**Substantial
spillovers from a
single video.**

**Small scale
is widespread**

Ex ante, neither
market nor
government will
efficiently select or
support either type.

Open activity

Charles
<http://www>

Open infrastructure,
however, supports
basic user capability.

**tial
s from a**

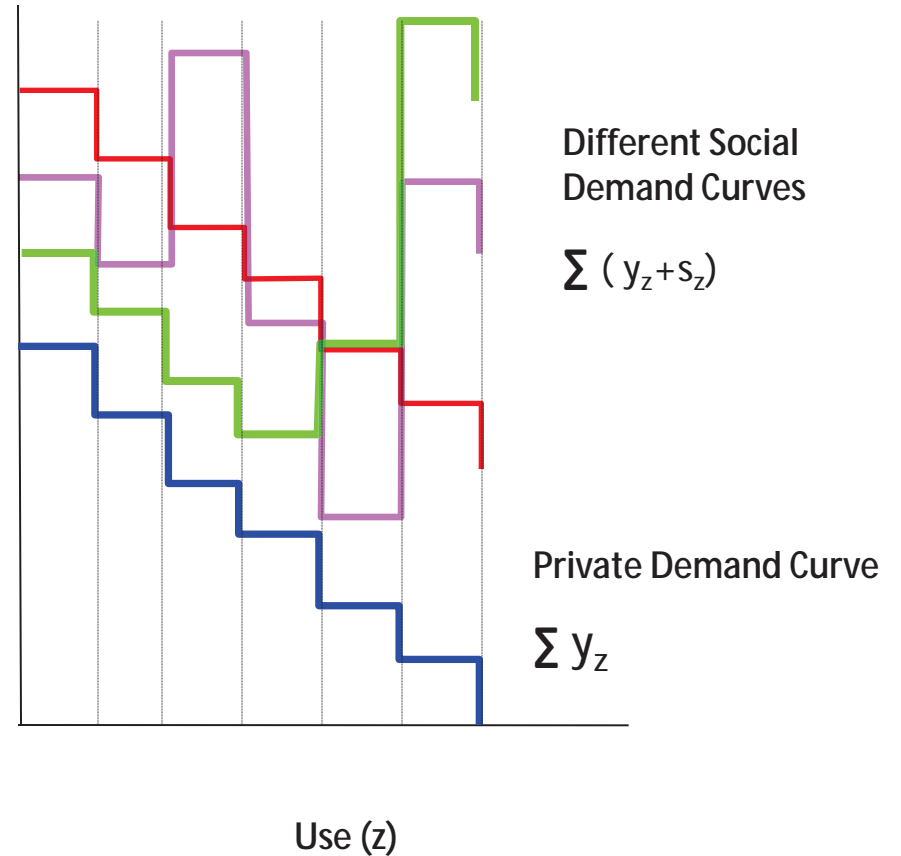
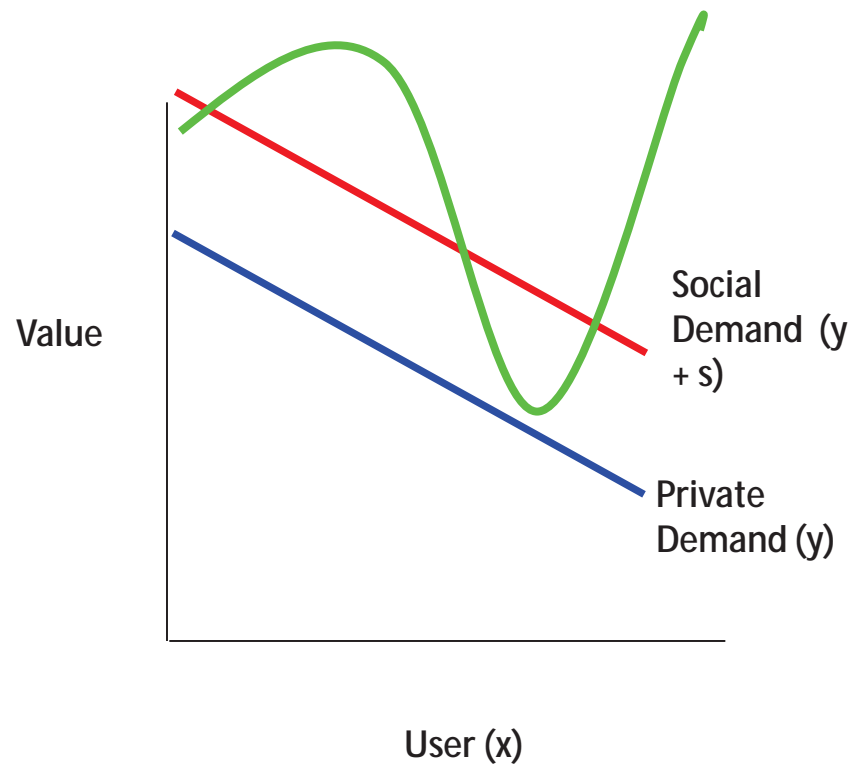
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Intended audience? 1? More?

single video.

Why does this matter?



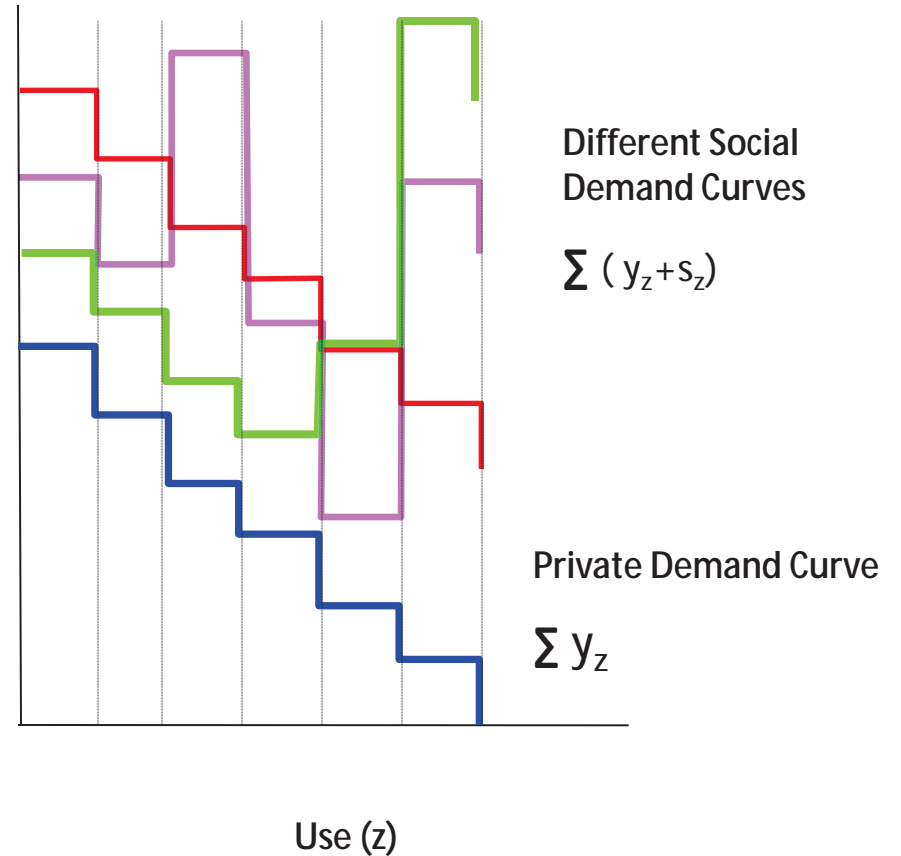
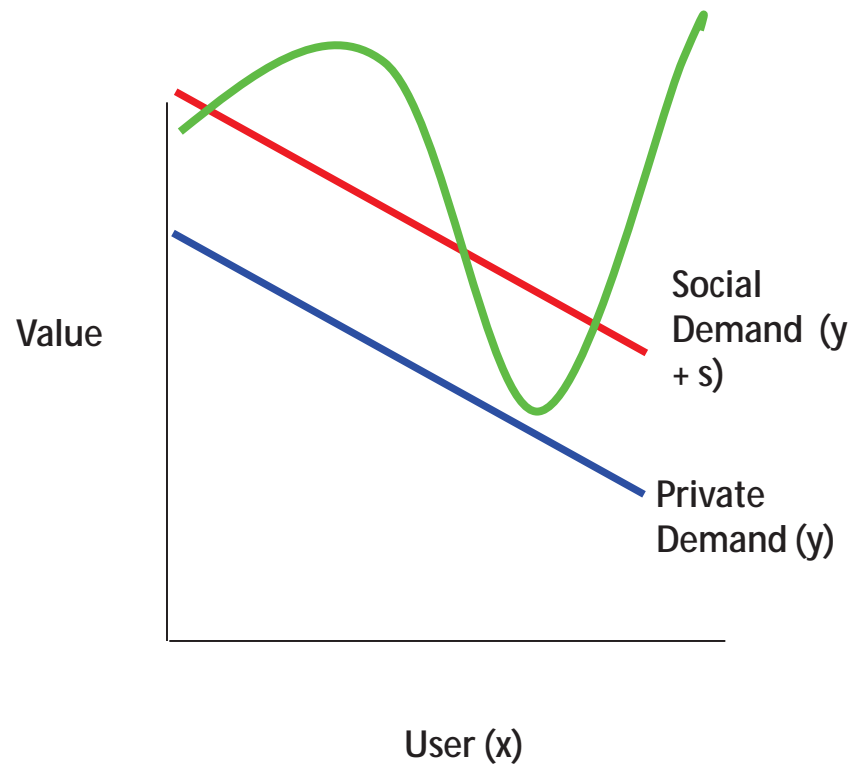
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Market failures

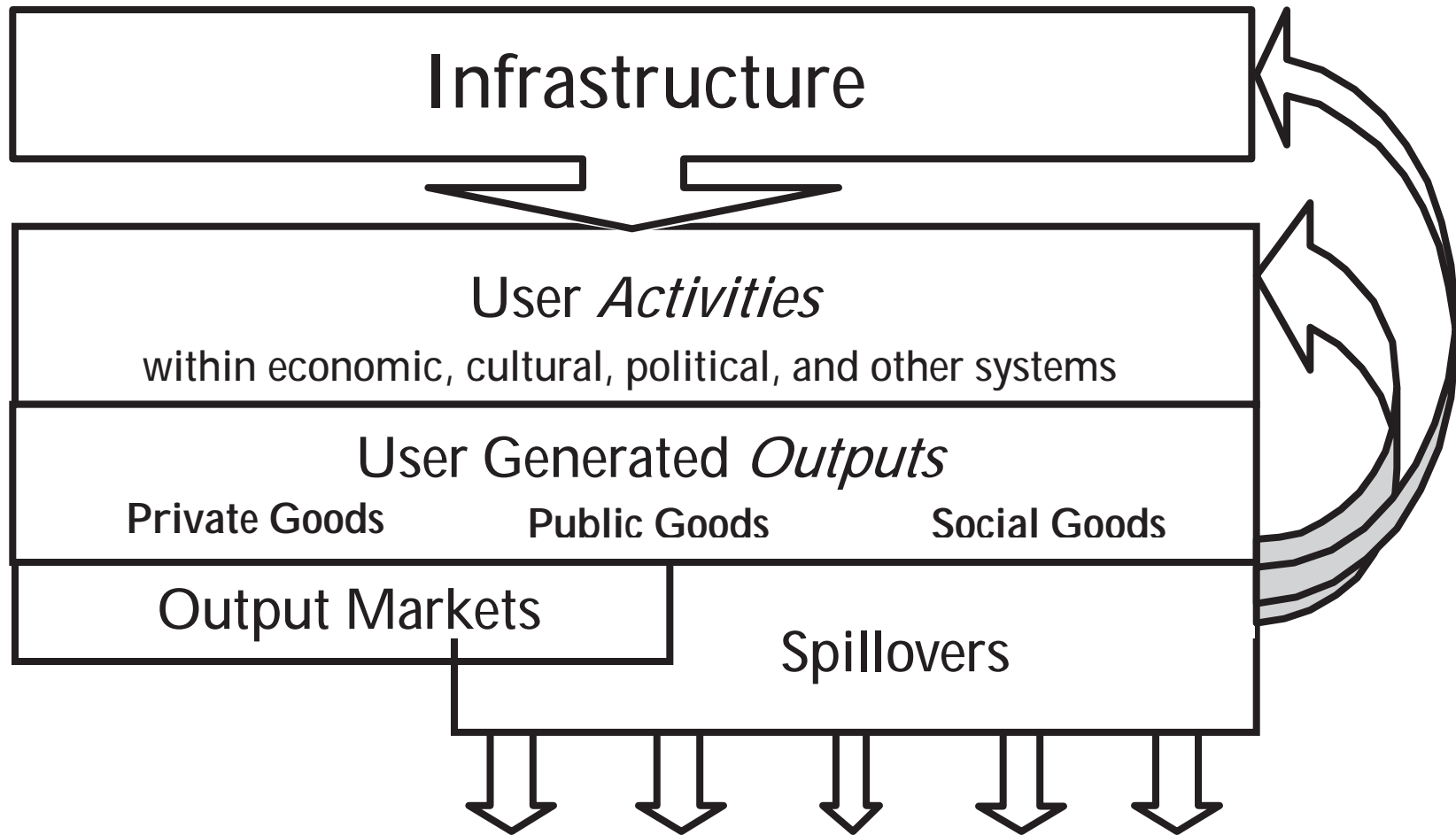
(from relying on blue curves)

- Undersupply of infrastructure
- Undersupply of infrastructure-dependent public and social goods
- Misoptimization of infrastructure
- Market bias / Optimization for
 - Applications/uses that generate observable and appropriable value (rather than spillovers)
 - Known or expected applications/uses

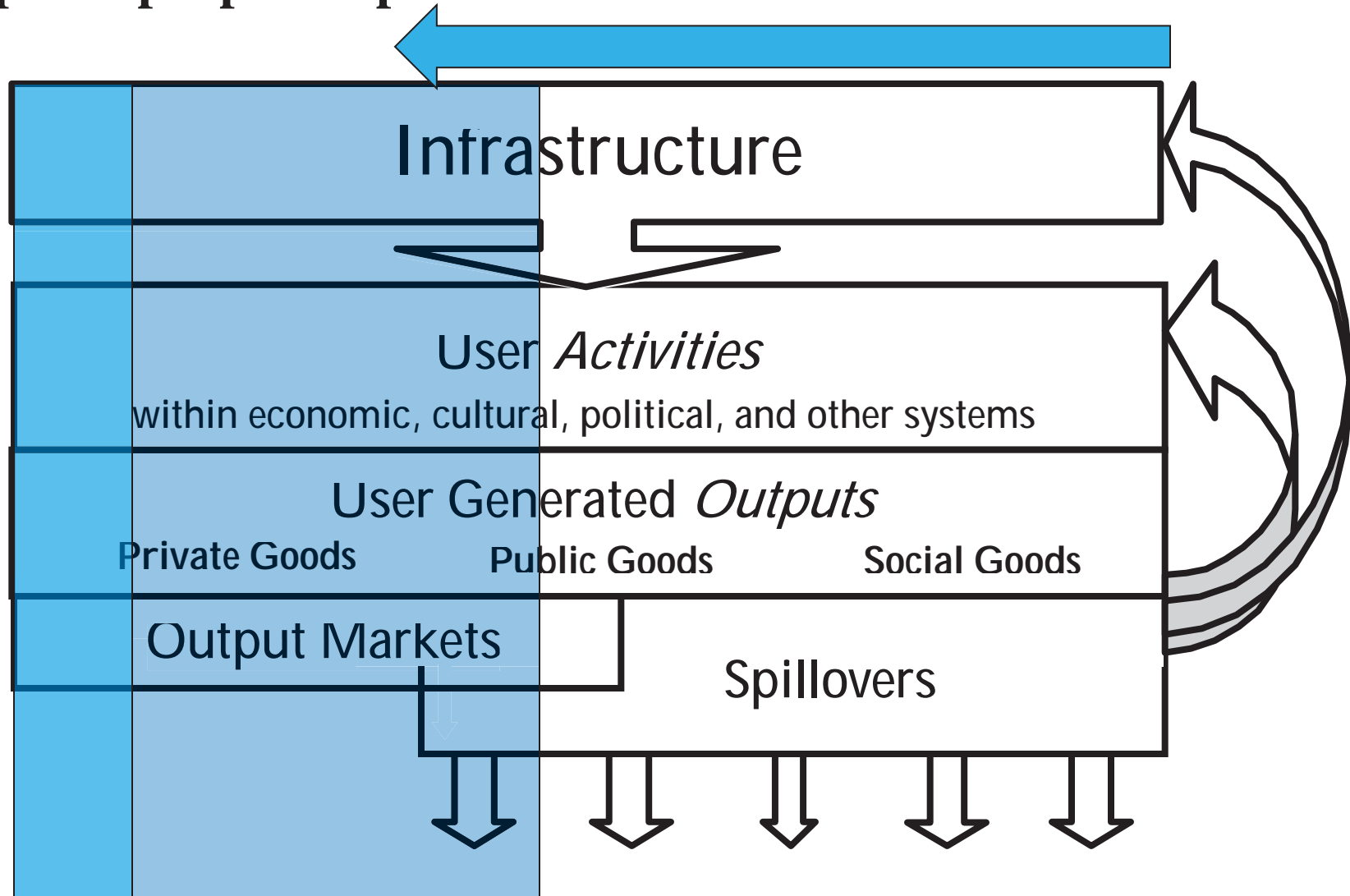
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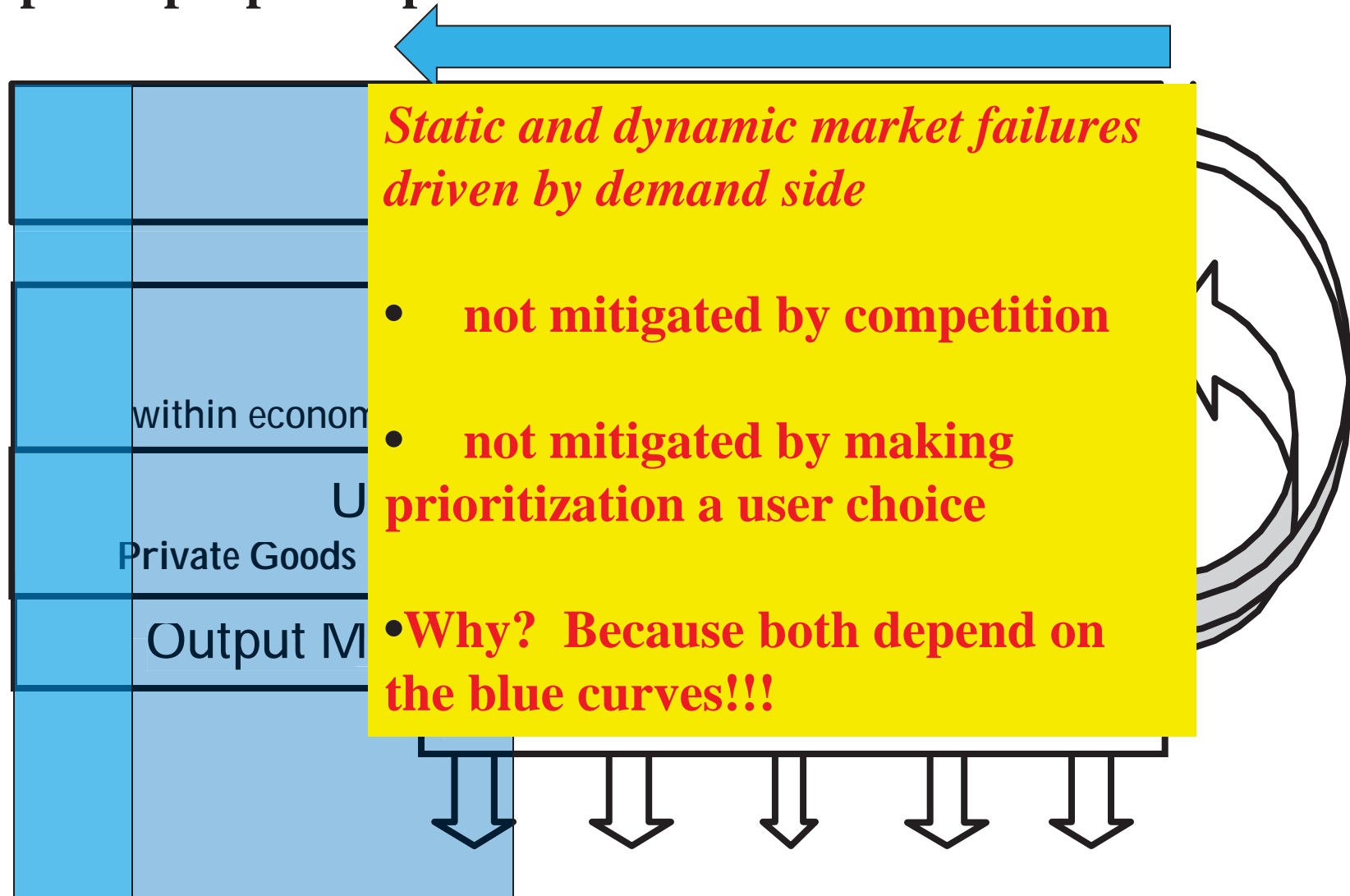
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Special purpose input? Commercial infrastructure?



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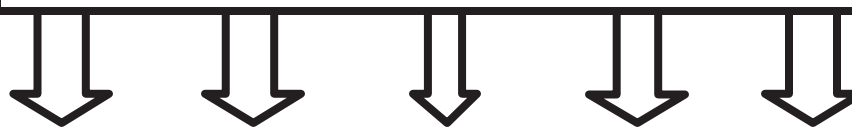
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- Commons alleviates the need to rely on either the market mechanism or the government to “pick winners”
 - Market allocates access to infrastructure based on appropriability of returns from outputs
 - *Market failures w/r/t public and social goods*
 - Could rely on the government to figure out which public good or social good outputs are worthy of subsidization or special treatment
 - *Government failures w/r/t with public and social goods*

Option Theory

- Option theory
 - When to optimize or specialize?
 - When to wait and see?
- Social option
 - High uncertainty regarding which users or uses will generate social value

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leveraging
sustaining

Chapter 13: Network Neutrality

A. Internet Infrastructure and Commons Management through End-to-End Design

B. The Network Neutrality Debate

1. Network “Neutrality”

2. The Role of Antitrust and Regulatory Economics

- a. The Supply-Chain View of the Internet

- b. The False Supplier/Consumer Dichotomy

- c. The Competition Red Herring

3. Innovation

C. Reframing the Debate

1. The Internet as Mixed Infrastructure

2. Commons Management

D. A Proposed Nondiscrimination Rule and Various Complications

1. Proposed Rule

2. Managing Congestion

3. Managing Unlawful, Hazardous, or Otherwise Harmful Traffic

Internet

- What makes the Internet valuable to society?

Layer	Description	Examples
Social	Relations and social ties among users	Social networks, affiliations, groups
Content	Information/data conveyed to end-users	E-mail communication, music, web page
Applications	Programs and functions used by end-users	E-mail program, media player, web browser
Logical Infrastructure	Standards and protocols that facilitate transmission of data across physical networks	TCP/IP, domain name system
Physical Infrastructure	Physical hardware that comprises interconnected networks	Telecommunications, cable and satellite networks, routers and servers, backbone networks

Five-Layer Model of the Internet

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e2e architecture:
voluntary adoption of
standards by various
networks (physical
infrastructure providers)

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e2e architecture:
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Leads to what Barbara van Schewick calls application blindness!

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*Or what I call an
infrastructure commons!*

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Technologies and business practices that enable cheap defection

Infrastructure commons under threat!

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Why? By whom?

money, power, politics

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Suppose you have a problem at this layer?

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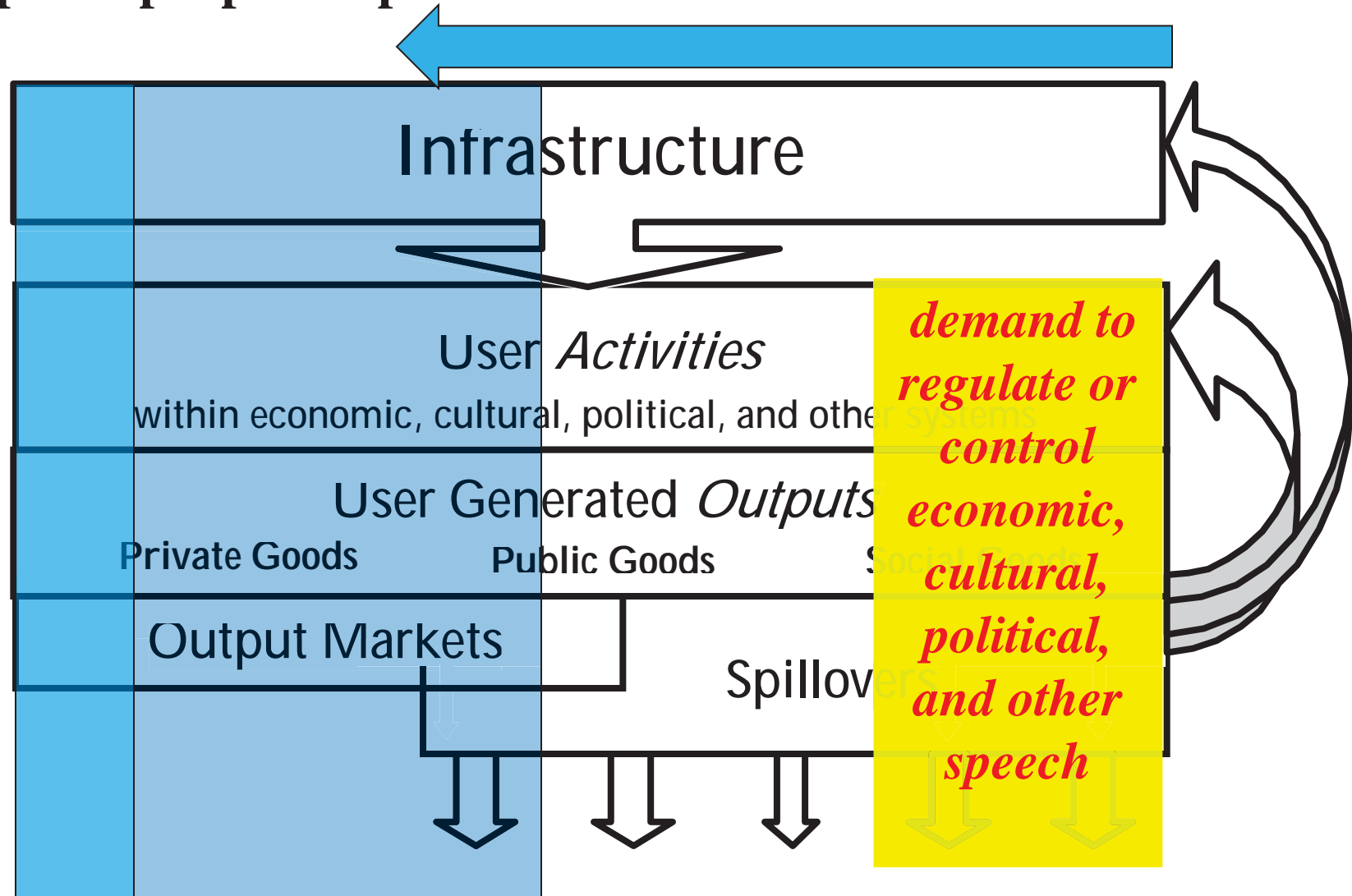
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Infrastructure commons under threat!

- ***Why? By whom?***
- ***Discuss: money, power, politics***

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FCC Open Internet Order (2010)

Wired broadband

Wireless broadband *

Transparency

No blocking (for wireless, only lawful websites, applications that compete with voice or video)

No unreasonable discrimination (doesn't apply to wireless)

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Verizon v. FCC (DC Cir. 2014)

Court of Appeals decision struck down key provisions of OIO

FCC Open Internet Order (2010)

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1. Myopic focus on antitrust and regulatory economics misses forest for the trees.
 - The Internet is not merely a supply chain
 - Google and I are both users.
 - Even if we assume competitive markets – a heroic assumption – the case for network neutrality regulation remains quite strong

2. Proposed rule:

- FCC should prohibit broadband Internet access service providers from discriminating based on the *identity* of the *user or use* in the handling of packets.
- Under this approach, user may be defined as sender or receiver; use may be defined as application or content type; handling may be defined as all transport and related services associated with delivery of packets.

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Nondiscrimination / network neutrality

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